

PHOBOS

Nyhetsblad for Ares – kun for medlemmer

Nr. 280, onsdag 28. februar 2001

REDAKSJONELT

Det er ikke alltid man har så mye å si om det som foregår i spillhobbyen – det er slett ikke bestandig at været er av en slik art at det er verdt å kommentere (p.t. er det stabilt og kaldt, ikke mye annerledes enn dusinvis av andre dager denne vinteren) – og det byr seg ikke alltid noen anledning til å kommentere verdensbegivenhetene. Derfor: Vel møtt til et nytt nummer av PHOBOS, faktisk det 280. (men planer fremover i 2001 til #300 skal vi få komme tilbake til)! Les og om ikke bli vis, så i det minste litt mindre uopplyst.

KNUTE PUNKT

NORDISK LEVENDE ROLLESPILL-KONGRESS

på Blindern (Vilhelm Bjerknes' hus) førstkommande helg, 2. til 4. mars

Er du interessert, ta en tur innom, eller slå etter på Nettet: <http://knutepunkt.laiv.org>

EX CATHEDRA #180

(spalten til Johannes H. Berg, styremedlem i Ares, administrator for ARCON)

Ja, etter vel overstått DefCon 2001.1 (eller V-2001, men det er faktisk mulig vi kjører en con til i løpet av vårsemesteret!) må vi vel få konstatere at denne con'en har «funnet sin form» og nå kan drives forholdsvis enkelt – i det minste så lenge vi fortsatt kan få benytte Universitetslokalene på Ullevål Stadion. Det kom ca. 45 stykker alt i alt, og oppslutningen både om mange av brettspillene og miniatyrspill (særlig WH40K – takk, Are!) var relativt god. Det lot seg dog ikke gjøre å mobilisere nok interesse til at noen faktisk spilte *Campaign for North Africa* – men oppsettet var jo et brukbart blikkfang i den store salen!

Vi skulle gjerne sett hvor mange som man kunne ha mønstret dersom opplegget var blitt forhåndsannonisert litt mer enn en drøy uke tidligere – nå var jo omstendighetene slik at vi fikk begrenset tid trill å verve, og det var i grunnen ganske mange «faste» DefCon folk som uteble. På den tredje siden krever slikt kanskje litt mer ressurser enn det DefCon-konseptet har inne, ikke minst dersom det skal fortsette å være gratis adgang. Det har gått greit de siste par-tre gangene, men dersom man for eksempel ønsker å kontakte folk på annen måte enn via e-mail, oppslag / løpesedler på spillbutikkene, og direkte kontakt, kreves det slike ting som porto. Vi får se om vi kanskje f.ex. kan tenke oss en bedre forhåndsannonisert DefCon 2001.2 i mai eller der omkring.

I mars og april blir det nok for travelt til at de fleste DefCon-personene rekker å gjøre noe særlig med et con-opplegg, selv et forholdsvis spontant et. Ikke bare er ARCON i år langt mer ambisiøst lagt opp m.h.t. PR-produksjon og vervetidspunkt, men det er også nok av andre, mindre aktiviteter fremover: Live-con'en **Knutepunkt** allerede førstkommende helg (se oppslag annet sted i bladet), Oslo & Omegn Miniaturspillklubbss **MiniCon** i begynnelsen av april (palmesøn-

dag-helgen), som faktisk finner sted i Frelsesarmeens møtelokale Tempelet! – Kanskje Armeen har litt sans for militaristiske frittdssysler? Så får vi heller se hvordan det går med Norske Rollespills seminar, som dessverre måtte utsettes på grunn av manglende oppslutning.

Det er i det minste grunn til å regne med god oppslutning om ARES-møtene fremover, dersom vi klarer å holde på en del av alle dem som kommer innom. Tirsdagsmøtene har hatt en meget bra søkning, og Bjølsen-onbsdgaene har nå hatt flere mennesker enn vanlig, de også, siden lokalene gjenåpnet etter oppussingen.

Men det får fremtiden vise – følge med i PHOBOS!

Johannes H. Berg

NESTE OSLO SPILLFORUM SØNDAG 25/3

Om én måned er det et nytt treff, hjemme hos SimuleringsSpillHobbyens Selektive Sentralkomité, (også kjent som Johannes H. Berg). Datoen er søndag 25. mars, men selvsagt kommer det et par PHOBOSer før dette blir aktuelt igjen. SSHSS vil gjerne høre fra alle som måtte være interessert i å komme – om ikke annet, så av rent logistiske hensyn. Spillforum kommer til å foregå hjemme hos SSHSS (Tuengen Allé 10) fra kl. 1500 (som jo er det tradisjonelle starttidspunkt), og dette er altså noen uker til – men pass på å få med deg denne sosiale begivenheten! Kontakt Johannes (snakk med ham på Ares, eller ring 92 08 13 65 eller 22 14 41 63 / mail ham på jhberg@fandom.no) hvis du er interessert i å komme.

AFTER ACTION: **EUROPA**

«The Fight Against Fascism»

DEL VII

(forts. fra PHOBOS 279)

Second Front-scenario og spillrapport fremskaffet av Fred Førde

Sep I 44

C, C

Axis Player Turn

The Luftwaffe melts away leaving few servicable units to contest the skies. WK VI, VII and XVIII and the Netherlands Garrison are called out. A withdrawal is made to behind the Albert Canal. A strengthening of the Westwall in the north is made, the mountain passes over the Alps are blocked and a withdrawal made to Tieste and the Ljubjana Gap. Another hasty line of defences is thrown up running from Stuttgart to Augsburg.

Allies Player Turn

Mopping up occurs in Italy of stragglers while at Innsbruck the Allies are beaten off by Reserves and Training units. Attacks towards Augsburg drive the defenders back towards the city while at Esslingen a battlegroup based on the Das Reich XX hold off the Guards and Canadian Armoured Corps. Metz falls to the Brazilians and Portuguese in a sneaky conga-line attack.

In Belgium, an attack across the Albert Canal makes a breach courtesy of the RAF maintaining air dominance. The new Tempest aircraft murdered the LW heavy fighters (a sight that was a terrible beauty to behold - successive snake eyes rolled to the anguish of the LW commander) and the Allied GS pushed the odds up high enough to destroy the enemy. Antwerp is also seized, unfortunately the port is destroyed by the retreating Luftwaffe and Eastern Troops.

Elsewhere disbanding of several Polish and British units occurs to try and get some extra RPs.

Forde, in Norway. The 6th Airborne XX, Belgian and French SAS parachute into the town from their bases in the islands off Scotland.

Surprise is total and the area secured without loss. The war has come to Scandanavia at last! Berlin threatens to unleash a wave of super weapons on the impudent Allies! King Haakon promises the restoration of democracy to Oslo via radio from London.

In the exploitation phase, there is some shuffling about Innsbruck and Augsburg is entered. Ominously for the defenders of Stuttgart, the 79th Armoured XX funnies arrive outside the city. Nijmegen is entered by US Motorised forces.

Sep II

(special turn skipped because the axis needed all the help they could get)

C, C

Axis Player Turn

Replacements and reinforcements are sent to Arnhem and the Westwall. A withdrawal is made to the Rhine in the Netherlands. Munich is garrisoned by Viennese Hitler Jugend and LW criminals with Artillery support. Cossacks and SS units form the Bavarian reserve to seal any Allied breach.

In Norway, bicyclists, Panzer Grenadiers and LW AA units head to Forde to throw the Allies into the North Sea. The KM in Hamburg rebase to Stavanger under the umbrella of lots of AA.

Allies Player Turn

A troop convoy bound for Forde sets off from Scotland. Despite intensive searching and sorties by the KM Battlefleet, it slips its cargo ashore safely to the curses of Berlin. A bitter battle in the mountains results in a HX but this allows the RMA and 36 Armoured X to advance to Galdhopigg Mountain.

In Germany, the front is alight with battles. The Allies have a worried eye on the long range meteorological tables and fear poor weather conditions may slow the advance. In a desperate attempt to blow open the front or at least mortally wound the Nazi war machine all available units are thrown into battle.

In the hills north east of Trieste the defenders are forced back while in the Mountain approaches to Klagenfurt an EX is made on some low level Reserve units. At Innsbruck the repositioned and strengthened Allies get a HX on the city's defenders. Munich falls to an EX result, but the city's AA aborts 2/3rds of the Allied Ground Support - not pretty. NE of Augsburg the Germans suffer a DH while at Esslingen and Hedenheim DRs occur. Stuttgart falls to a 5:1 Canadian attack thanks to the RE funnies while a joint Candian-French attack clears another hex of the Westwall.

East of Maastricht two US Corps attack the Westwall. Again the LW is foolish enough to try to intercept and the RAF destroys all 250 intercepts (killed). South east of Aachen another Westwall fort falls to the US while an unguarded narrow strait from Roosendaal to outside Rotterdam is crossed by engineer and artillery units to the surprise of the local commander. He is hauled away to Berlin and chastised for this blatant breach. No Iron Cross for him!

In the exploitation phase, the US push across the Rhine and seize Wesel while in Austria the US 1st Armored, fresh from victory at Innsbruck, races to Salzburg while other units push towards Leoben in the Alps. British units head towards Nurnburg and seize Regensburg and the Sudetenland is entered. Various units "ooze" their way through the gaps in the German lines.

Oct 144

(Mud in Zone A, clear and calm elsewhere....)

Axis Player Turn

Massive reinforcements appear when most need for the Germans. This is seen as divine intervention and proof of the durability of the 1000 year Reich, etc etc.

A line is thrown up running from the Donau - Fredrich Ludwig Cannal -Rhine. the British thrust at Nurnburg is hit hard to slow them down but the attack has no effect (AS). A battlegroup forms around Linz/Steyer to block the approach from Salzburg and Munich to Vienna.

At Wesel the US units look up into the sky to see the heavens blacken with aircraft - is it the USAAF? Is it the RAF? No, its the Strategic LW Reserve, called out one last time for 1944 to aid the desperate attack by the Germans. The US units are bundled back across the Rhine in tatters (HX) and the Rhine defence is restored.

In Norway, the northern ports are abandoned and troops fall back onto Narvik and Trondheim. A stand is made in the mountains south of the Allied positions. From Stavanger, the KM sets sail for the North Sea.

The Battle of the Shetlands.

Cruising up and down looking for the Royal Navy, the KM is intercepted by ENTF 1 and 2 on patrol off Forde. In the first engagement KM-1 is hit once while KM-2 suffers 3 hits. This is balanced by 3 hits to ENTF-1 and one to ENTF-2. In the second round both fleets engage and KM-2 is sunk, ENTF-1 and KM-1 is hit twice and ENTF-2 escapes damage. The third and final round sees KM-1 suffer 4 hits and ENTF a further 2 hits. The KM chooses to disengage and slinks away back to Kiel to lick its wounds. The Royal Navy adds another battle honour to its list.

The German turn ends with Norway alight, its fleet unusable, the Strategic LW unable to be used, its theatre aircraft in a smouldering heap and painfully being rebuilt well away from the frontline and a thin line of defence running from Holland to Linz. The RSI holds only Trieste with Mussolini's empire consisting of half a dozen hexes around the city and Venice. The Alps have been breached, Vienna and Prague lay within the Allied grasp and replacements very hard to come by. Could this be the opening score for Das Gotterdammerung?

Allied Player Turn

In Italy, the Americans attack Trieste, spearheaded by OSS Commando teams who successfully infiltrate the city's defences and capture Mussolini mid-speech in a balcony. The cities defenders collapse in an EX result and the RSI is no more.

Massive attacks occur again over the front. Between Regensburg and Frankfurt, the French and British are particularly active and it is here the heart of the German line is ripped open. Regensburg falls to the Poles, Czechs and British while at Weisbaden, Wurzburg, Bad Kreuznach are the scene of battles that destroy or seriously harm the German defenders. Berlin's last hope in the region, a corp based on the 2nd Das Reich Pz and 90th PzG XXs are surrounded by four corps of Canadians and British armour and utterly destroyed. Only Nurnburg holds out against Kiwi and Springbok attacks.

South East of Linz a battlegroup of German Infantry and Anti-tank gunners hold off the thrusting Americans. In the north Rotterdam falls to a 8:1 attack while the Rhine is crossed again at Seigburg where US Armour assaults across from Bonn. West of Arnhem the Americans bludgeon into submission some Luftwaffe ground units for an EX result while in the city itself a single 4-6-6 Infantry XX tries to hold back

a complete US Infantry Corp. The results are as expected and the town falls to the Americans. East of Nijmegen a German 8-6 XX with Tiger tank support is pushed back and Berlin is in rapture over the success in the unit surviving.
In Norway the Allied strength gathers itself and forces the defenders back and the approaches of the Forstedet Valley leading to Oslo beckon closer and closer.....

Exploitation

The US Army bursts across the Rhine into NE Holland, seizing Groningen and reach the mouth of the Ems River. At Siegburg the bridgehead is cautiously expanded into Hagen and Siegen while further south Canadian and British forces rush through the gap in the German line to consolidate at Erfurt - Jena - Plauen, just before the heavens open up and deluge the front with heavy rain.

Oct II 44

S, M, M, M, C & R & R

Axis Player Turn

A bundle of WK Garrisons are called out for service and form up a hastily constructed line from Chemnitz - Leipzig - Magdeburg - Hanover. Elsewhere troops pull into hedgehogs or man defences at the Ems River. The Sudeten mountains are defended and a sharp counterattack on British units east of Bayreuth pushes them back, giving a little bit more breathing space to the defenders. Nurnburg is declared a Festung and the loyal suicide troops swear undying loyalty to the Fuhrer.
In Norway the troops dig in confident the foul weather will stop the Allies.

Allied Player Turn

Around Leer several US attacks grind their way forwards with overwhelming odds but weather and fortifications around Onsbuck blunts the tip of the spear with an AS result. At Koblenz a multinational force led by the Brazilians inflict a DH result on the city's defenders - the collaborator Belgian troops escape destruction and use the time to plan the post war European Union Bureaucracy. Gottingen falls to a DR while at Nordhausen, Bernburg, Halle, Altenburg and Chemnitz a mix of AS, DE and EX results are rolled. An attempt by the New Zealanders, Poles and French to break into Czechoslovakia is stalled in the rough terrain while Polish and Czech tank units, attempting to beat up an SS Training Brigade and Reserve XX are forced into an undignified retreat. Just to rub it in, a US attack south east of Linz results in an AE. At the Ljubana Gap, the Americans attempt to push into Slovenia and force the defenders back 16 miles to a series of forts placed to defend the gap.
In the exploitation phase the Guards Corp pushes into Dessau, 32 miles from the German capital while American units overrun a training brigade in Bremen. The pincers are closing!

Nov I 44

S, M, M, M, M, M R & R

Axis Player Turn

A call to arms results in a mass of timely reinforcements for the German High Command. Added to this is the call out of WK III and its mass of units. The Nazi Party chiefs release their special bodyguard units to help defend Berlin. In a special deal with the Allies, the 7th Parachute XX is flown out of Amsterdam to Berlin in return for the surrender of Haarlem, The Hauge and Walchern Island. (Seemed like a good idea at the time!) A bundle of 30+ units are disbanded - mainly training and reserve forces while a new line is formed on the banks of the Elbe River. The US units in Bremen are blocked off and units in the Ruhr are stripped out of the line and sent eastwards to help defend the capital. Naturally most are strung out with little rail capacity or continuous rail lines available for rapid transit. Austria and Czechoslovakia are strengthened.

Allied Player Turn

Le Harve and Dieppe fall to portuguese troops with US engineer support. Most French ports are now Allied and operational. An attempt is made on Ljubana but is beaten off by the weather and terrain.
SE of Linz the defenders are finally crushed by the American tanks and infantry while some ground is taken pushing towards Pisek and Pilsen. Leipzig falls to a 4:1 DR ZoC scam and kassel is subjected to a 9:1 DE attack. Various operations mop up the defenders around the Rhine Valley and in Holland while the route to Bremen is secured and strengthened by the Americans.
The Guards Corp assaults across the Elbe from Dessau into Wittenburg and seizes the town. To follow up this attack it exploits into Brandenburg - a narrow waist of three hexes links the north and southern fronts for Germany.

Nov II 44

S, F, F, M, C R, R

Axis Player Turn

Frost! Frost! Frost!

Berlin lines up its Weather Section and shoots them.

The defences of Berlin are strengthened. The last remaining motorised units are gathered together for a final hurrah and positioned outside the capital to strike north or south as circumstances may dictate.

Allied Player Turn

Well, with Frost firming up the ground, an all out assault is launched. In Norway Trondheim is attacked by Commandos, marines and tank brigades but the defenders hold them off (AS) In the Lagen Valley the 6th para XX with Norweigan support gets a HX result against Punitive Troops, SS Police men and some Infantry. The US Amphibious battalions then race down the valley into Hamar. Oslo is looking vulnerable.

In Greater Germany the following attacks occur - on a pocket near Frankfurt, west of Klagenfurt, and Ljubjana - all are beaten off for AS results much to Allied High Commands shock. At Linz the newly arrived Jewish brigade joins the Americans and Brits in attacking a german battlegroup but is beaten back with an AR! In the Sudetenland, Poles, Czechs, Kiwis and French push further towards Prague (8:1 -5 mods on dice roll!).

Chemnitz falls to an EX result, burning up some valuable (and scarce) British combat engineers. The Elbe is crossed again north east of Reisa while the Wittenburg bridgehead is expanded by the Guards Corp into Luckenwalde, reaching the outskirts of Berlin itself. In the exploitation phase, the Canadian Armoured Corp overruns a single cadre in some woods before entering Kottbus, cutting Berlin off from the south and splitting the front.

In the American sector, Koln, Duisburg and Essen fall to US Infantry and Engineers. The Ruhr is surrounded by a sea of green cardboard and the German Commander can only hope the region will hold for as long as possible to delay the infantry flooding eastwards and joining the assault on Berlin. At Bremen, two US corps attack the 1st LSSAH Pz Division with attached troops in support. In what should be a simple attack, the SS dig in and fight tenaciously, forcing the attacking americans to reel backwards with an AR result! To compound the failure, all retreat paths are in German ZoC and the corps are forced to surrender and are marched up into Danish PoW camps. The cadres enter Bremen where they are reinforced in the exploitation phase.

Despite good weather, results were generally terrible for the Allies. Hitler claims that this is the long awaited turning point in the war. With the enemy at the gates of Berlin the miracle has happened - surely the failure to seize significant ground is a sign of divine intervention?

Dec 1 44

S, S, S, W, M, R, R

Axis Player Turn

"Operation Winter Storm"

The Canadians in Kottbus are attacked by three Fallschirmjager, one Panzer, One Panzer Grenadier divisional group, an SS Mountain, two Eastern Cossack Divisions and assorted rocket units while Hitler Youth and Infantry assault from the South. The last of the Luftwaffe flies out of Berlin and Copenhagen to provide GS. In an inept display of aerial combat, the Allied fighter aircraft return to base on 2 of 7 bombers and attack craft. AA is only able to return two more bomber units and allied DAS is slaughtered by German AA. Luckily for the Allies the OKW Mechanised Commado unit fails to have any impact (rolled F). Surrounded the allied units are doing okay in defence until the Canadians spot the Cossacks on their horses. It is almost a year to the day they suffered their ignominious defeat at the hands of Spanish cavalry outside Zaragosa and suffering post traumatic stress flash backs, they panic and abandon the line. The retreat dissolves into a rout and two Canadian armoured divisions, an Indian Infantry division, allied contingents for Belgium and the Netherlands and valuable Engineer tank and motorised Artillery brigades are marched off into captivity (HX ZoC retreat scam).

Linz is recaptured and elsewhere the lines are strengthened. In the exploitation phase Dresden is reinforced and the Elbe line regained. The thousand year Reich is being born again!

Allied Player Turn

Reports are coming into the news desks that the champagne has been returned to the cooler. Victory parades in Allied capitals have been postponed.

Winter gear is being rushed to the Western Front from mills in the US and Canada. US reinforcements destined for the Pacific Front are being diverted to Europe.

Victory Slogan "Home for Christmas" has been replaced by "Home alive in 45"

Owww. That hurt. The Allied Commander contemplates tossing the table over and resorting to fisticuffs to settle the domination of Western Europe but settles for a good scotch and practices his stiff upper lip in the mirror.

To teach the Germans a lesson Essen falls to the Engineer/Seige Artillery strong US forces as does another hex of the Ruhr conurbation. Around the Frankfurt pocket more troops are thrown into the battle and Festung Frankfurt shrinks back into the city itself, the remaining troops wait expectantly as Goebbels informs them via radio of the massive German offensive coming to relieve them. In northern Germany

the US forces begin to crumble the German line - lots of attacks destroy various stacks and units but no significant breakthrough is achieved.

The British take Zossen in a 6:1 attack and press further around the outskirts of Berlin.

In the Sudeten a nasty EX result occurs in some wooded rough terrain and the possibility of liberating Prague appears as distant as ever. At Linz the Allies attempt to retake the city but the ferocious defence kills half the attackers and leave a US armoured division a smoking ruin in the snow. Defenders fortify themselves with locally made chocolates.

At Ljubljana the US army is unable to shift the defenders despite superiority of 4:1 due to fortifications and weather.

Exploitation. As a result of the exchange in the Sudeten, the Dominion mechanised units are able to push into Czechoslovakia proper and the SA Armoured XX seizes Pilsen, drinking large quantities of beer and leaving the snow yellow for miles around. The New Zealanders in the north enter Aussig on the border.

Dec II 44

S, S, S, S, M, R, R

Axis Player Turn

"Operation Winter Storm II"

Another offensive is launched, this time on the hapless 7th Armoured XX and attached units. Pz and PzG XXs throw themselves into the battle with determination, but the RAF is in the sky in force and equals up the balance significantly, despite the fact the German Mech Commando's are successful in infiltrating the British positions and, despite Red cap checks, are able to answer questions on who won the Ashes in the last test series, who was Victor Trumper, what was the Don's batting average, where can you find a silly mid-on and why is it important to bowl a maiden over. The battle results in the attackers falling back in disorder and retreat. The Allies breathe a sigh of relief.

Allied Player Turn

With the Ruhr virtually cleared, the vast bulk of the Americans are available to drive onto Berlin. 11 stacks of Americans crash into 4 German Corps between Hanover and Bremen. Several breaches are made in the line but Hanover's defences hold the yanks at bay. The last of the Ruhr falls to the Americans, ominously releasing another 6 US Stacks. Berlin shivers in fear.

At Festung Frankfurt, French and British forces polish off the last of the defenders in a DR ZoC scam and march them to the PoW cages dotted along the Rhine.

At Linz, feeling sick from eating too many chocolates, the defenders are forced to abandon the city after inflicting an EX result on the vengeful Allied attackers.

Festung Ljubljana holds out again, despite extensive air and engineer support, this time chasing the Americans back towards the Italian border with an AR result.

In Czechoslovakia the Allies grind towards Prague. The New Zealanders attempt to seize the city in a coup de main but are rebuffed for an AS while the Springboks and attached units destroy some SS training units caught in the open outside Pilsen (cut off from their beer supply the Germans were weak and fatigued and surrendered willingly for a litre stein each).

In the exploitation phase the Americans drive purposely forward to the western outskirts of Velzen, almost severing Hamburg's communications with northern Germany.

KNUTEPUNKT

er den nordiske con'en for levende rollespill/live/laiv (stryk det som ikke passer). I år er den tilbake igjen i Oslo, og lokalet blir Vilhelm Bjerknes' hus på Blindern, der det første Knutepunktet fant sted for fire år siden. Det blir en forhåndsoppstart med mini-laiver torsdag kveld, men det regulære programmet starter om ettermiddagen, fredag 2/3. Det blir en omfattende miks av foredrag, diskusjoner, workshop'er etc. – blandet med alle kostymene og rollefigurene som hører hjemme i live-miljøet, tror vi det vil bli en spennende samling! Kanskje best egnet for de som faktisk har et lite begrep om hva levende rollespill går ut på fra før...

VASKING etc.

er nok en gang blitt en Ares-sak, ettersom foreningslokalet på Bjølsen nå har fått nyoppusset gulv, som A) er langt bedre vaskbart enn det gamle var, og B) bør holdes ved like. Dermed kan det bli aktuelt å gjeninnføre gamle regler om skoforbud innendørs, men først og fremst å få istand en ny vaskeordning. Prototypen på en er allerede på plass: Vi har gjennomført de to første vaskingene ved hjelp av det kjente prinsippet: "Noen frivillige? Hvis det ikke er det, trekker vi lodd!" Og de som vasker, er selvsagt fritatt fra å delta i loddtrekningen inntil alle de andre har vasket...

Offisielle Stakhanovistiske Vaskehelter til nå har vært *Fred Førde* og *Espen Larsen*. Alle andre får finne seg i at vi har tenkt å forbedre almenhygienen på Felleshuset: Det gjelder å kaste så lavt som mulig på en T20!

SAMLING FOR NORSKE SPILLSKAPERE

i mars ble dessverre utsatt på grunn av for få påmeldte; flere opplysninger kommer i senere PHOBOS

DATOLISTEN

Torsdag 1/3 –

søndag 4/3:

Søndag 25/3:

Lørdag 7/4 –

søndag 8/4:

Lørdag 28/4:

KNUTEPUNKT: Laiv-kongress i Oslo (Vilhelm Bjerknes' Hus)
Oslo Spillforum

MiniCon – OOMSKs miniatyrspill-con i Oslo'
Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen

PHOBOS

**Medlemsblad for Ares – forening for simuleringsspill
(Bjølsen + Blindern) Gratis til medlemmene!**

Redaksjon:

Johannes H. Berg, Herman Ellingsen, Trond Jansen

Bidrag kan også leveres via Thomas Refsdal på Blindern

Utkommer hver 2. og 4. onsdag i måneden
(unntatt til 4. onsdag i desember)